
Subject: GDI Tactics for dealing with SBH's

Posted by [Anonymous](#) on Sat, 22 Feb 2003 08:08:00 GMT

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First, a popular misconception that some people have is that Stealth units are completely invisible. Not true, at short distances they are visible by their white shimmer. That is their major weakness that I use. On maps with little cover for them, ie. complex, I use a hummer and drive around hugging the walls mostly since lots of SBH ppl seem to prefer entering the GDI bases this way. I also shoot around wildly not to actually find them that way, sometimes I get lucky though, but to actually force them close to a building or wall. I guess you could say I herd them to where I focus on looking for them at. When driving around I usually hug these points and hope to catch them off guard and run them over but if you miss and they are real close you will notice their shimmer as you pass. Then just back up and kill them. I have stopped many SBH's this way and even got kick for it. Now for bases like walls or canyon and others that have lots of nooks and crannies for them to hide I usually mine one entrance then get a patch sit around a corner of the other and wait. a Patch is the best unit for SBH hunting because his shell on impact keeps a SBH visible the longest and does a lot of damage. Some other things I forgot to mention that are important in watching for SBH's are doors that open when no one is around, footprint sounds when no one is near you, and if you have max graphic settings and good FPS they even kick up dust when they walk in parts of the map like the GDI barracks. I guarantee that if you follow these tips I have given 2 things will happen: very few if any SBH's will ever get into your base and also you will be accused of using a "Stealth unit see're" mod at some point. I just laugh now and except the compliment knowing no cheating is involved. [February 22, 2003, 09:41: Message edited by: Slam]
